This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

- 1. (Currently Amended) A system, comprising:
- a first unit to generate an interactive three-dimensional (3-D) electronic programming guide (EPG), the 3-D EPG including a presentation of a virtual world;
- a database interconnected to an offline archive storing a plurality of objects associated with past programming events, the plurality of objects comprising EPG objects and non-EPG objects, the EPG objects comprising a first class of objects providing a plurality of virtual worlds included presentable in the EPG, and including 3-D images, alphanumeric text and video data, the non-EPG objects comprising localized interactive content and electronic commerce (e-commerce) objects; and
- a user interface (UI) for interaction with the localized interactive content and e-commerce objects.
- 2. (Original) The system of Claim 1 wherein the system comprises a set-top box, a television, or a VCR.
- 3. (Original) The system of Claim 1 wherein the system includes a plurality of drivers, one of the drivers communicating with a separate unit to replenish programming information.
- 4. (Canceled)
- 5. (Previously presented) The system of Claim 1 wherein the EPG objects comprise a second set of objects that includes at least one of a schedule times, channel identification, or title, corresponding to a program.
- 6-7. (Canceled)
- 8. (Previously presented) The system of Claim 1 wherein the 3-D EPG includes a presentation of a virtual world related to content selected by a user.

- 9. (Original) The system of Claim 8 wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.
- 10. (Previously presented) The system of claim 1 wherein the localized interactive content is uploaded in real time.
- 11. (Canceled)
- 12. (Currently Amended) A computer-implemented method, comprising:

generating an interactive three-dimensional (3-D) electronic programming guide (EPG), the 3-D EPG including a presentation of a virtual world; and

enabling a database interconnected to an offline archive storing a plurality of objects associated with past programming events, the plurality of objects comprising EPG objects and non-EPG objects, the EPG objects enabling a plurality of virtual worlds, and including 3-D images, alphanumeric text and video data, the non-EPG objects comprising localized interactive content and electronic commerce (e-commerce) objects; and

enabling a user interface (UI) for interaction with the localized interactive content and e-commerce objects.

- 13. (Previously presented) The computer-implemented method of Claim 12 wherein the EPG objects comprise a plurality of objects associated with current programming events.
- 14. (Previously presented) The computer-implemented method of Claim 13 wherein the 3-D EPG resides in a set-top box, a television system, or a VCR.
- 15. (Canceled)
- 16. (Previously presented) The computer-implemented method of Claim 12 wherein the EPG objects comprise program schedule times, program channel identifications, and program titles.

17-18. (Canceled)

- 19. (Previously presented) The computer-implemented method of Claim 12 wherein the 3-D EPG includes a presentation of a virtual world related to content selected by a user.
- 20. (Previously Presented) The computer-implemented method of Claim 19 wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.
- 21. (Previously presented) The computer-implemented method of Claim 20 wherein the content is uploaded in real time.
- 22. (Canceled)
- 23. (Currently Amended) A machine-readable storage medium tangibly embodying a sequence of instructions executable by the machine to perform a method for enabling a three-dimensional (3-D) electronic programming guide (EPG), the method comprising:

generating an interactive 3-D electronic programming guide (EPG), the 3-D EPG including a presentation of a virtual world; and

enabling a database interconnected to an offline archive storing a plurality of objects associated with past programming events, the plurality of objects comprising EPG objects and non-EPG objects, the EPG objects comprising a plurality of virtual worlds, and comprising 3-D images, alphanumeric text and video data, the non-EPG objects comprising localized interactive content and electronic commerce (e-commerce) objects; and

enabling a user interface (UI) for interaction with the localized interactive content and e-commerce objects.

- 24. (Previously presented) The machine-readable storage medium of Claim 23 wherein the EPG is stored in a set-top box, a television, or a VCR.
- 25. (Original) The machine-readable storage medium of Claim 24 further including instructions to provide a plurality of drivers, one of the drivers communicating with a separate unit to

replenish programming information.

- 26. (Canceled)
- 27. (Previously presented) The machine-readable storage medium of Claim 23 wherein the EPG objects comprise program schedule times, program channel identifications, and program titles.
- 28. (Canceled)
- 29. (Previously presented) The machine-readable storage medium of Claim 27 wherein the EPG objects comprise a presentation of a virtual world related to content selected by a user.
- 30. (Original) The machine-readable storage medium of Claim 29 wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.
- 31. (Previously presented) The machine-readable storage medium of Claim 30 wherein a user chooses a virtual world to display programming information.
- 32. (Canceled)
- 33. (Currently Amended) The machine-readable storage medium of Claim 27 wherein the localized content is uploaded in real time.
- 34. (Canceled)
- 35. (New) The system of Claim 1 wherein the 3-D EPG includes a presentation of a virtual world selected on the basis of a user's age.
- 36. (New) The system of Claim 1 wherein the 3-D EPG includes a presentation of a virtual world customized by user preferences.
- 37. (New) The system of Claim 1 wherein the 3-D EPG includes a presentation of a virtual

world selected by a programmer.

- 38. (New) The computer-implemented method of Claim 12 wherein the 3-D EPG includes a presentation of a virtual world selected on the basis of a user's age.
- 39. (New) The computer-implemented method of Claim 12 wherein the 3-D EPG includes a presentation of a virtual world customized by user preferences..
- 40. (New) The computer-implemented method of Claim 12 wherein the 3-D EPG includes a presentation of a virtual world selected by a programmer.